SQUARE ENIX

NINTENDO DS™

INSTRUCTION MANUAL

SQUARE ENIX

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME CARD OR ACCESSORY THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEOGAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptons:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing a videogame:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING- Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers:

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aricraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for severall hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration , or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This seal is your assurance that this product is NOT licensed or manufactured by Nintendo. Always look for this seal when buying video games systems, accessories, games and related products.

Nintendo does not license this manual.

THIS GAME WILL WORK ONLY WITH THE NINTENDO DS VIDEO GAME SYSTEM.

Wireless DS Multi-card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard agisnt the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady , gentle strokes work just as well as many short, hard strokes.

Wireless Communication Guidelines

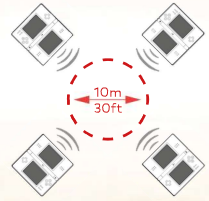
Please note the following points regarding wireless communications:

- The displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).

- The displayed on screen while wireless communications are in operation indicates the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

No. of Bars	0	1	2	3
Strength	Weaker ◄—► Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.



- For the best wireless communications performance, please note the following:
  - All nintendo DS systems should be within 30 feet of each other, or at a distance where the signal strength icon shows two or more bars.
  - The Nintendo DS systems should face each other as directly as possible.
  - Avoid having people or other obstructions between the Nintendo DS systems.
  - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

DS Wireless Communications

What you will need:
Two (2) Nintendo DS or Nintendo DS Lite Systems.
Two (2) **Chrono Trigger** Game Cards.

Instructions

1. For each Nintendo DS system, check that the power is turned OFF, and then insert the Game Card.

2. Turn each DS system's power On. The DS Menu Screen will be displayed.

3. Touch the Chrono Trigger panel.

4. See P.36 for further instructions.

HOW TO USE THE TOUCH SCREEN

There are two methods of using the stylus.

Touch

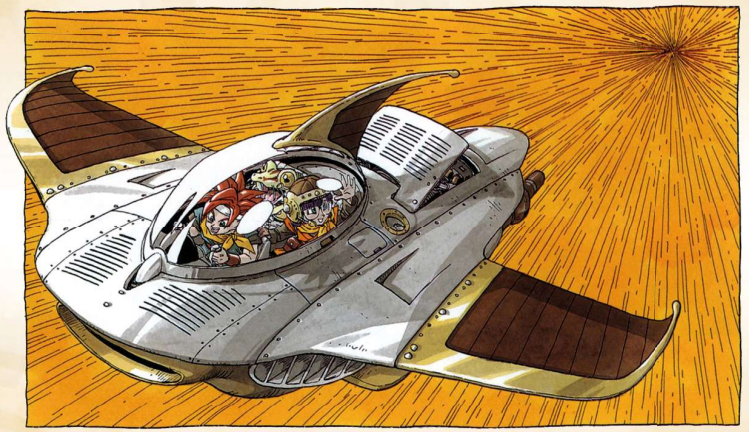
"Touching" is the term used to describe lightly touching the Touch screen.

Slide

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.

TOUCH SCREEN PRECAUTIONS

Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
Use of a damaged stylus or other damaged implement should be avoided.
Pushing or rubbing the Touch Screen with excessive force should be avoided.
Fingernails should not be used on the Touch Screen.
Please do not rub the upper screen with the stylus or any other implement.
Keep objects such as sand, crumbs, food and liquids away from the Touch Screen.
When using a protective sheet, be sure to read the instructions included with the sheet to avoid damaging the screen or creating air bubbles.



Interdimensional Battles (Wireless Battles)

If you choose to hold a wireless battle, the screen to the right will appear once you have selected a tier. To look for an existing challenge to accept, select "Accept challenge". To issue an open challenge that another player can accept, select "Issue challenge".

Please read P.39-40 before beginning a wireless battle.

Arena Combat

When monsters battle in the Pit, they select their own actions automatically. Players can support their monsters from the sidelines by providing them with items to use, but cannot control the creatures.

Monster's Item

This is the item the monster is currently holding.

Player's Inventory

Select an item here to give it to your monster.

Tips for Trainers

- After a monster has won a few battles, send it off for training. It may evolve into a different monster or grow considerably stronger.
- Monsters have an attribute called "Trust", which increases as they win more battles. The higher a monster's Trust, the more likely it will be to use the items you give it during battle.
- A balanced mix of training and combat is important when raising monsters. And don't forget to continue with your main quest!

Battling in the Pit

When stagin a battle in the Pit, both you and your opponent must pay an entrance fee from your party funds (G). After the battle, each player receives an item according to the outcome. Follow the steps below to stage a Pit battle.

1. Speak to the Pit Boss within the arena and select "Yes" when asked if you would like to enter a monster battle.
2. Select "Prize match" to fight an NPC opponent, or "Interdimensional battle" to challenge a friend via DS wireless communications.
3. Select a tier of battle and pay the indicated entrance fee. The higher the tier, the better the item you will receive if your monster wins. If you choose to enter a prize match, it will begin immediately. If you choose to hold an interdimensional battle, a screen will appear and enable you to search for an opponent.

You can let it fight another one of our monsters
in a prize match, or set it against an opponent's
monster in an interdimensional battle via DS Wireless
Communications.

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The Gates of Time Stand Open...

Beyond their darkened threshold lies the path ordained by fate.

Journey to the forgotten past,

the distant future,

and even the very End of Time.

An epic tales that spans the ages has already begun.

Raising a Monster

If you already have a monster, the training screen will appear when you speak to the stable master. The Top Screen displays your monster's attributes, and the Touch Screen displays a menu.

Train	Send your monster off to train and improve its fighting capabilities
Toggle Display	Display information about your monster's known abilities on the upper screen
Release	Set your monster free. Once released, a monster will never return

Training a Monster

To send your monster off for training, select "Train" from the training menu, and then select an item to give the creature, and a time period in which it should conduct its training. Return to the arena after enough time has passed, and the monster will return as well. Depending on the item and time period you selected, it may have improved its attributes or learned new techs. Sometimes it may even return with an item.

ARENA BATTLES

If you warp to Arena of the Ages via the End of Time or by selecting "Arena" at the title screen, you will have the opportunity to raise a monster and then pit it against others in duels.

A View of the Stables

The screen below will be shjwon upon warping from a certain pillar of light at the End of Time or selecting "Arena" at the title screen.

Merchant

This merchant sells items used for training monsters and during monster battles in the arena's Pit.

Pit Boss

Speak to this man if you wish to enter your monster in a battle (see P.40).

Stable Master

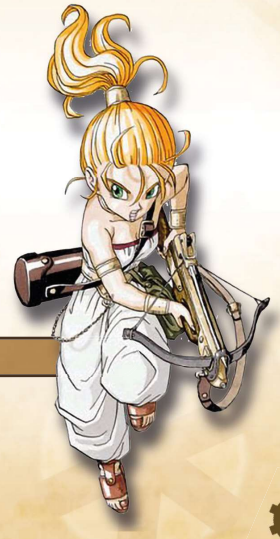
The training screen will appear when you speak to this character.

Getting a Monster

If you have no monster of your own, speak to the stable master and he will provide you with one. Select the monster you desire from the choices he presents to you.

CRONO

A young man living in the present age. An unexpected chain of events draws him into an adventure that crosses the boundaries of space and time,.



MARLE

An energetic young woman with curiosity to match. Marle's optimism and enthusiasm provide an invaluable boost to pary morale.

LUCCA

An inventor with a knack for building and repairing machines. Lucca has been Crono's friend since childhood.

FROG

A consummate swordsman, this proud, solitary knight hails from the Middle Ages.

Dual Techs

Character	Tech Used	MP Cost	Effect
Crono + **Marle**	Cyclone + Aura	2 + 1	**Aura Whirl** Restore a small amount of HP to all allies
Crono + **Lucca**	Cyclone + Flamethrower	2 + 1	**Fire Whirl** Attack all enemies in a circle with a fire
Crono + **Frog**	Cyclone + Slurp Slash	2 + 2	**X-Strike** Cross-slash an enemy
Marle + **Ayla**	Allure + Charm	1 + 4	**Twin Charm** Distract and steal from an enemy

Triple Techs

Character	Tech Used	MP Cost	Effect
Crono + **Frog** + **Robo**	Cyclone + Slurp Slash + Robo Tackle	2 + 2 + 4	**Triple Attack** Hit an enemy with a three-pronged attack

Techs

Techs consist of single techs, performed by one character, and dual and triple techs, performed by two or three specific party members. When using techs that strike multiple opponents like Crono's "Cyclone", try switching between targets to see which pattern allows you to hit the most enemies.

O If even one member lacks sufficient MP, you will be unable to perform a combo tech.

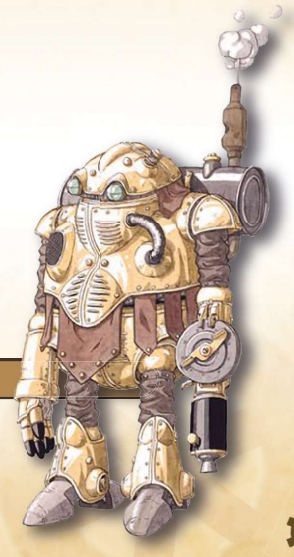
The following list is just a small sample of the many techs your characters can learn.

Single Techs

Character	Tech Name	MP Cost	Effect
Crono	Cyclone Wind Slash	2 2	Whirl about an enemy, striking others nearby Slash enemies with wind gusts
Marle	Aura Allure	1 1	Restore a small amount of HP to an ally Confuse an enemy
Lucca	Flamethrower Hypnowave	1 1	Burn all enemies along a direct line Put all enemies to sleep
Frog	Slurp Slurp Slash	1 2	Restore a small amount of HP to an ally Snag enemy with tongue, then slash it
Robo	Rocket Punch Robo Tackle	1 4	Launch fist at an enemy Charge and attack an enemy
Ayla	Kiss Charm	1 4	Lightly heal ally and remove status ailments Seduce an enemy to obtain an item

AYLA

A ferocious and powerful tribal chief, this primitive woman lives in the ancient past.



ROBO

A robot built in the distant future. Crono and his companions discover Robo broken and forgotten.

CONTROLS

Chrono Trigger can be played using both the buttons and the stylus.
This instruction manual mainly refers to the default button controls.

Top Screen

L Button

Cycle through pages/categories
(While holding **R Button**) Run away

+Control Pad

Move cursor
Move character

Lower Screen (Touch Screen)

Move character
Perform actions by touching icons and panels

SELECT

Display mini-map (when on the world map)

Status Ailments

Certain enemy attacks will inflict status ailments on your party members. Status ailments can be cured with the appropriate techs or items, and will also automatically fade once the battle has ended.

List of Status Ailments

Poison

HP Gradually decreases and attacks are weakened

Slow

Slows down the ATB gauge and increases the waiting time between actions

Blind

Clouds your vision, making it difficult to hit enemies

Sleep

Puts you to sleep, lowers defense, and prevents you from taking any actions

Confuse

Prevents you from using commands and confuses you into attacking allies

Stop

Freezes the ATB gauge and prevents you from taking any actions

Lock

Prevents the use of techs

KO

HP is reduced to zero and you can no longer perform any actions

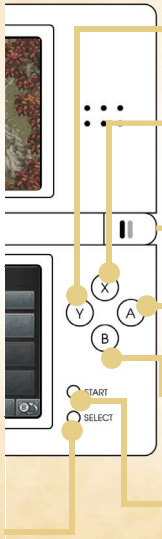
Differences Between Game Modes

Selecting "Game Mode" from the Settings menu will give you the option to choose either the "DS" or "Classic" battle display. Classic mode allows you to play with the same screen used in the original version of Chrono Trigger. Please be aware that this setting does not support the Touch Screen controls.

Classic

DS

- Closing the system while the power is ON will activate Sleep Mode, extending the life of the battery. Open the system again to deactivate Sleep Mode and resume play.
- Pressing **START**, **SELECT**, the **L Button**, and the **R Button** simultaneously will reset the game, returning you to the title screen.
- Button functions can be reassigned by selecting "Control Scheme" within the Settings menu (see P.25).



Y Button

Toggle message window position

X Button

Open main menu

R Button

Cycle through pages/categories
(While holding **L Button**) Run away

A Button

Confirm selection
Talk/Examine

B Button

Cancel
(With **+Control Pad**) Walk

START

Pause

Multiple Pages/Categories

When the L R icons are present on a screen such as the Equipment menu (see P.21), you can cycle through the available pages using either the **L Button** or the **R Button**.

- Within this manual, the location of the gear (⬤) indicates wich screen is shown.

Indicates that a screenshot is from the Top Screen.

Indicates that a screenshot is from the Touch Screen.

GETTING STARTED

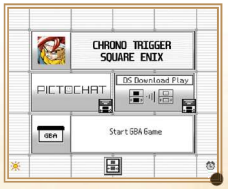
Make sure the Nintendo DS is turned OFF before inserting the Chrono Trigger Game Card. Once the Game Card has been firmly inserted, slide the Power Switch.

1 Once the system is turned ON, the screen to the right will appear. After reading the information, touch the Touch Screen to proceed.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

2 To begin play, touch the Chrono Trigger panel on the DS Menu Screen. After the opening movie has played through, the title screen will appear.

- This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.



3 Continue to P.11 for further explanation of the controls.

Battle Commands

Battle commands are displayed once a character's ATB gauge becomes full. Use the **+Control Pad** to choose a command, press the **A Button** to confirm, and then choose a target.

Attack

Attack with fists or equipped weapon.

Tech (Combo)

Spend MP to use a tech you have learned. Be sure to make use of techs that target multiple enemies! If the ATB gauges of members who have learned combo techs are full, the display will change to "Combo" and you will gain access to dual and triple techs(see P.35).

- It is still possible to use single techs after the display has changed to Combo.

Item

Use an item from your inventory.

The Battle Screen

In DS Mode, the Top Screen displays the battle in progress, while the Touch Screen displays available battle commands. Status bar are not shown by default If you wish for them to be displayed, set the "Status Bars" option to "ON" in the Settings menu (see P.25).

Status Bars

The top bar of this display indicates HP, while the lower bar contains the ATB gauge.

Battle Commands

Command lists are displayed for characters with full ATB gauges.

Escape Icon

ATB Gauge

When this gauge becomes full, battle commands become available

Back Icon

Touching this icon will return you to the previous screen.

Escaping From Battle

Hold the **L Button** and **R Button** simultaneously, or hold the stylus to the Escape icon, to flee from battle. There are certains enemies from which you cannot escape.

Title Screen

The following options will appear on the title screen.

New Game	Play from the beginning. Enter a name of up to six characters for your hero when the name entry screen appears.
Load Game	Choose a file to continue playing a previously saved game.
Extras	View in-game movies, listen to music tracks, and access various other bonus features.
Arena	Raise monsters and enter them in battles (see P.36)

Saving the Game

Open the main menu while on the world map or at a save point and select the save point to save your progress to one of three files (see P.27).

Save Point

EXPLORING THE WORLD

You will explore the world of Chrono Trigger by moving around the world map and various area maps. You will also gain the ability to "time warp" during your adventures, allowing you to travel between different ages.

World Map (see P.14)

On the world map, you can move between many different areas. Be sure to visit inns and shops to preapare for the challenges that await you.

Time Warp (see P.18)

Pass through temporal rifts to "warp" to other periods of time. Actions you take in the past may affect the world of the future.

Rules of Combat

After a battle commences, your characters' ATB gauges (see P.30) will begin to fill. Once the gauge is full, battle commands such as "Attack" and "Tech" will become available to your character. Use these commands to protect your allies and damage your enemies. Continue to issue commands until all enemies on the field have been defeated.

Game Over

If the HP of all your battle participants reaches zero, the game will end. You will be returned to the title screen and have the option of beginning again from the place where you last saved.

When the Battle is Won

Once you have defeated all enemies on the field, your party will receive experience points, TP, and money. Defeated enemies will also sometimes drop useful items.

COMBAT

Coming into contact with an enemy on the area map, or passing through certain locations, will trigger a battle. Choose battle commands from the options provided and defeat all the enemies that stand before you.

Initiating Battle

A battle usually begins under one of the following circumstances:

1. Coming into contact with an enemy.
Bumping into an enemy on the Top Screen will draw you into combat.

2. Passing through a certain location.
After passing through certain points on the map, enemies will appear and attack your party.

Menu Screens (see P.20)

From these menus you can perform various actions such as changing your equipment and using items. Open the menus often to keep track of your inventory and abilities.

Area Maps (see P.15)

Within area maps, you can speak to townspeople, gather information, and delve into dungeons. You will also engage in battles in some of these locations when enemies emerge to hinder your progress.

Combat (see P.28)

Choose the actions of your hero and his allies as they clash with their enemies. Your characters will grow in power as they gain experience points (EXP) and money (G) through victories on the battlefield.

MAPS

There are two types of maps - the world map and area maps. Move around the world map to reach a destination (town, dungeon, etc.), then press the **A Button** to enter the area map.

World Map

Use the **+Control Pad** to move around the world map, and press the **A Button** to enter an area when the location name is displayed. You can check your position on the map shown on the Touch Screen. Pressing **SELECT** will display your current location on the world map on the Top Screen instead.

- As you progress through the story, you will gain the ability to travel through time and space using the Epoch (see P.19).

Current Year

World Map

Your current locations is marked by ♦, and places you have previously visited are marked with •.

Touching these icons will open the various menus (see P.20-27).

Party

Select the party members who will participate in battles. Select a character using the **+Control Pad** and confirm by pressing the **A Button**.

Combo Techs (P.31)

Display the dual and triple techs available to the current party members (see P.35)

Battle Participants

Choose up to three characters

Inactive Members

Inactive members will appear here.

Save

Record currrent progress (see P.11).

Settings List

The following settings can be adjusted.

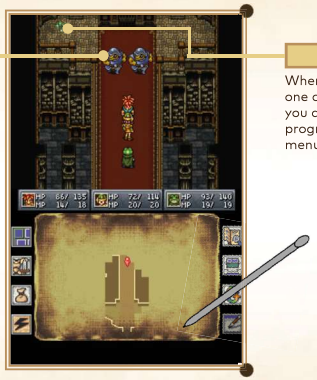
Game Mode	Toggle screen layout mode between "DS" and "Classic" (see P.32)
Battle Mode	Toggle between "Active" and "Wait" modes. Active mode causes time to flow constantly during battle, whereas Wait mode freezes time while you select techs and items
Battle Speed	Select a speed from 1 (fastest) to 8 (slowest) to set the rate at which time passes during a battle
Battle Message Speed	Select a speed from 1 (fastest) to 8 (slowest) to set the length of time to display messages in battle
Battle Cursor Memory	Set the level of cursor position memory for battle
Status Bar	Toggle the display HP and ATB gauge status bars (see P.30)
Battle Gauges	Set the battle gauge display type (Classic mode only)
Help Messages	Toggle display of help messages for techs and items
Control Scheme	Modify button assignments
Movement	Toggle default movement type when using the **+Control Pad** between "Run" and "Walk"
Shortcut Assignments	Modify the layout of the menu icons displayed on the Touch Screen
Menu Cursor Memory	Toggle cursor position memory
Movies	Toggle whether or not movie scenes will be played at key points in the adventure
Window Design	Select a window pattern from eight variations

AREA MAPS

On these maps you can gather information, purchase goods at shops, and explore dungeons or other environments. Run using the **+Control Pad**, and hold down the **B Button** to slow to a walk. If you wish to use the stylus, hold it to the Touch Screen and you'll walk in the stylus's direction from the center of the screen. Touch the edge of the screen, and you'll run in that direction.

Enemy

Come into contact with an enemy to initiate combat (see P.28)



Save Point

When standing on one of these points, you can save your progress via the main menu.

Talk/Examine

Face an NPC and press the **A Button** to talk. In the same fashion, facing an object such as a treasure chest or sign and pressing the **A Button** will allow you to obtain items or read information. Briefly touching the touch screen will have the same effect.

Inns

Paying to stay at an inn will completely restore your characters HP and MP.

Shops

Weapons, armor, and other items can be bought and sold at the various shops in the game. Choose the item you wish to buy or sell and press the **A Button**. Use the **+Control Pad** to select the quantity, and press the **A Button** once more to complete the transaction.

Attributes with Selected Item Equipped

Increased attributes are shown in blue after the arrow, while decreased attributes are shown in red.

Current Funds

Item Details

Item Category

Press the **L Button** or the **R Button** to cycle through categories.

Quantity to Buy/Sell

Bestiary

The Bestiary contains data for every monster you have battled. The Touch Screen shows a list of monster names from which you can select an enemy to research. After selecting a monster name, detailed information about that monster will be displayed on the Top Screen.

Page to Display

You can select which page of the Bestiary entry to display. represents the Attributes page, represents the Elements page, and represents the Techs page. Press the **L Button** or the **R Button** to cycle through the pages.

Settings

In this menu, you can adjust the game sttings. Press UP or DOWN on the **+Control Pad** to select an option, and then press RIGHT or LEFT to change the setting (see P.26). Cycle through the pages with the **L Button** or **R Button**. To revert all settings to their default values , press **SELECT**.

Techs

During their adventures, each character will learn techs - powerful abilities that can damage enemies or heal allies. On this screen, you can check the effects of techs you have learned, and see how many TP (tech points) are required to learn the next tech. It is also possible to use healing techs from this menu.

Tech List

The MP cost is displayed here for techs already learned by a character. For techs that have yet to be leaned, the number of required TP is shown.

TP (Tech Points)

Tech points are gained after a battle is won (see P.28). Accumulating TP allows you to learn new techs.

Tech Description

Learning Techs and Magic

You will learn a new tech once you have accumulated the required number of TP. Magic can be learned at the End of Time (see P.18) after completing a certain event. TP is required to learn magic in the same manner as techs.

Weapon and Armor Types

Weapons and armor are placed into several different categories that determine which characters can equip them.

Weapons

	Katanas	Usable by Crono	Examples: Wooden Sword, Bronze Blade
	Bowguns	Usable by Marle	Examples: Bronze Bowgun, Bandit's Bow
	Guns	Usable by Lucca	Examples: Airgun, Pea Shooter
	Swords	Usable by Frog	Examples: Bronze Sword, Iron Sword
	Arms	Usable by Robo	Examples: Tin Arm, Hammer Arm

- Ayla attacks with her bare hands and is unable to equip weapons.

Armor

	Helms	Helms are worn to protect a character's head
	Armor	Armor is worn to protect a character's body
	Accessories	These items grant various effects such as attribute boosts

- Armor and accessories can generally be equipped by any character, except for a selection of items that are restricted by gender or other criteria

WARPING

As you progress through your journey, you will gain the ability to warp between the past, present, and future. This time travel is accomplished through use of Gates and the Epoch

Gates

Move in front of the Gates found in area maps and press the **A Button** to warp to a different age. Multiple Gates exist in each time period, with each Gate having a fixed destination.

The End of Time

Upon entering certain Gates, you will be warped to a mysterious location known as the "End of time". From here, you will have the option to warp to the time period of your choosing. A pillar of light will appear for every Gate through which you have passed. Stand within a pillar and press the **A Button** to display the age and destination, and then select "Yes" to warp.

Inventory

On this screen, you can check the items you are carrying. Selec the item you wish to use and press the **A Button** twice. When using an item that allows you to choose a recipient, select the desired character, and press the **A Button**.

Sorting Your Inventory

Press **SELECT** to sort your inventory automatically. To sort manually, select an item and press the **A Button**. Choose another item and press the **A Button** once more to switch their positions.

Attributes

Each character has following attributes. Stars in place of a number beside any attribute mean that the attribute has reached its highest possible value.

LV	A character's level measures his or her relative power. Attributes increase along with level
HP	Current and maximum HP A character loses HP when attacked by enemies, and is KO'd if HP is reduced to zero
MP	Current and maximum MP MP is decreased when using techs or magic (see P.24). Techs and magic cannot be used without sufficient MP
Attack	The higher the value, the more powerful physical attacks become
Defense	The higher his value, the less damage a character will take from physical attacks
Strength	The physical power of a character. A higher Strength allows for more powerful attacks
Accuracy	A higher Accuracy will give a character's attacks a higher chance to hit This attribute also affects the attack power of bowguns and guns
Speed	This value dictates how often a character acts during battle
Magic	This value represents the power of a character's magical attacks
Evasion	This value represents the character's ability to dodge enemy attacks
Stamina	A higher Stamina increases a character's Defense
Magic Defense	The higher this value is, the less damage a character will take from magical attacks

The Epoch

The Epoch is a time machine which you can use to travel freely through the ages.

Evolution of the Epoch

As you progress through your adventure , the Epoch gains the ability not only to warp through time, but also to soar across the skies of the world map as a form of transportation. Get on and off the Epoch using the **A Button**, and guide its movement using the **+Control Pad**. The **Y Button** gives you access to the Epoch's time-warping function.

When in Doubt, Warp

If you find yourself stuck at any point, try warping to a different time to open new paths. Traveling to a different age may help to advance the story. Hints about where to go can sometimes be found at the End of Time.

MENU SCREENS

While on a map screen, press the **X Button** or touch the icons on the Touch Screen to access the various menus. Use the menu screens to perform all manner of actions, such as changing your equipment and saving the game.

Main Menu

Among other useful details, character status and menu icons are displayed here. Select a menu icon to display the corresponding menu screen.

Play Time

This displays the total amount of time played since beginning the game

Current Location and Age

Current Funds

Menu Icons (see P.21-27)

Equipment

On this screen, you can change your characters' equipment and check their attributes. When changing a piece of equipment, select the piece you wish to change, and then select the piece you wish to equip from the options provided.

Element

This icon represents the type of techs the character can learn.

Attributes (see P.22)

Experience Points

EXP needed for next level

Current Equipment

Equipment Effects

Equipment Description

Elements

Some techs are tied to a certain element. When used against an enemy vulnerable to that element, the damage of a tech is increased. Check the Bestiary (see P.25) to learn enemy weaknesses.